Maze00 -> Time elapsed: 7.063529968261719

start\_point = (15, 73)

end\_point = (146, 73)

Maze01 -> Time elapsed: 15.896056890487671

start\_point = (8, 1)

end\_point = (154, 81)

Maze02 -> Time elapsed: 117.94299721717834

start\_point = (49, 98)

end\_point = (49, 49)

Maze03 -> Time elapsed: 5.206531286239624

start\_point = (14, 83)

end\_point = (92, 18)

GridMap -> Time elapsed: 9.477797985076904

start\_point = (20, 16)

end\_point = (181, 84)